

German Forces

1st SS Panzer Division Liebstandarte Adolf Hitler

22 (7) Panzer IV H,	10 (3) Panther	6 (2) Tiger I	1 (0) StuH 42
8 (3) SGIII-75	9 (0) 81mm Mort	22 (7) SMG	26 (9) Rifle
8 (3) Engineer	1 (1) 120mm Mort	4 (1) 75mm AT	1 (1) CP
4 (2) 20mm AA	1 (0) 20mm(4) AA	1 (1) 88mm	5 (2) 105Gun
2 (1) Puma	24 (8) $\frac{1}{2}$ track	50 (18) truck	3 (1) Wespe
5 (2) 150mmGun	1 (1) Hummel	2 (0) 150-Lorraine	1 (1) Nebelwerfer
1 (1) 170mmGun	1 (0) 210mm Gun	4 (1) GW 38m	4 (1) Marder II

2nd SS Panzer Division Das Reich

24 (8) Panzer IVH	9 (3) Panther	2 (1) Tiger I	1 (0) StuH 42
8 (3) SGIII 75	7 (0) 81mm Mort	26 (9) SMG	18 (6) Rifle
7 (2) Engineer	1 (1) 120mm Mort	2 (1) 75AT	1 (1) CR
2 (1) 20mmAA	1 (0) 20mm(4) AA	1 (0) 88mm	5 (2) 105Gun
1 (0) Puma	20 (7) $\frac{1}{2}$ track	50 (18) truck	2 (1) Wespe
2 (1) 150Gun	1 (0) Hummel	4 (1) GW 38m	4 (1) Marder

3rd SS Panzer Division Totenkopf

16 (5) Panzer IVH	14 (5) Panther	4 (1) Tiger I	1 (0) StuH 42
8 (3) SGIII 75	9 (0) 81mm Mortar	24 (8) SMG	22 (7) Rifle
6 (2) Engineers	1 (1) 120mmMortar	1 (1) CP	3 (1) 75mmAT
2 (1) 20mmAA	1 (0) 20(4) AA	1 (0) 88	5 (2) 105Gun
1 (0) Puma	16 (6) $\frac{1}{2}$ track	50 (18) trucks	2 (1) Wespe
2 (1) 150Gun	1 (0) Hummel	4 (1) GW 38m	4 (1) Marder

Assorted elements of 3rd Panzer Korps. In actual battle, these units did not arrive.

20 Panzer IVH (7)	6 (2) SGIII 75	3 (0) 81mmMort	20 (7) SMG
18 (6) Rifle	6 (2) Engineer	2 (1) 120mmMort	2 (1) 75mmAT
1 (1) CP	2 (1) 20mmAA	3 (1) 105 Gun	12 (5) $\frac{1}{2}$ track
32 (11) truck	1 (0) Wespe	1 (0) 150 Gun	

Soviet Forces

31st Tank Corps	(enters two turns early)		
2 (0) 12.7mmMG	5 (1) 45mmAT	6 (2) 76 AT	2 (0) 37 Flak
1 (0) 82mmMortar	1 (0) Armd 82mmMrt	3 (1) 120 Mortar	2 (1) Engineer
2 (0) Recon	1 (1) SMG	6 (2) Rifle	31 (8) truck
1 (0) $\frac{1}{2}$ track	12 (4) T34c		
33rd Guards Rifle Corps			
4 (0) 12.7mmMG	13 (4) 45AT	16 (5) 76AT	2 (0) 37 flak
9 (0) 82mm Mortar Armd	3 (1) 82mm Inf M	8 (3) 120mmMortar	1 (1) M-13 Rocket
6 (2) Engineer	21 (2) Recon	27 (9) Gds Rifle	6 (2) SMG
111 (28) truck	2 (2) $\frac{1}{2}$ track	2 (2) Su85	18 (6) T34c
18th Tank Corps			
4 (0) 12.7mm MG	10 (3) 45AT	12 (4) 76AT	2 (0) 37Flak
3 (0) 82mm Armd Mortar	1 (0) 82mm Inf Mtr	6 (2) 120 Mortar	1 (0) M-13 Rocket
4 (1) Engineer	14 (1) Engineer	9 (3) Gde Rfle	1 (0) SMG
70 (14) truck	2 (1) $\frac{1}{2}$ track	2 (1) Su85	18 (6) T34c

29th Tank Corps Same as 18th

2 nd Tank Corps Same as 18th

Each turn, each player stacks the single line of hexes of his entrance zone with units from that division, then moves them normally. The Russians receive one CP which arrives in a half track with the 18th Tank Corps.

The PSEL River is considered as impassable to vehicles up to the ford on the Russian (north) end of the map. Vehicles may move on the hexes that comprise the river edge, but take no advantage of the ditch and may not move across the river. The ford on the south edge of the map is unusable until repaired by Engineers which takes as long as installing a bridge.

The Rail Embankment cannot be crossed by vehicles except at the overpass by the town of Prochorovka. Any unit on the rail embankment has a defense factor of "1". Victory Conditions? Destroy all enemy units and keep half of your force intact. As many turns as it takes, no replacements. The 3rd Panzer Korps, if it arrives at all (your choice, what if...?) arrives on turn 11. The figures in parenthesis are for a simplified reduced forces variant. They reduce playing time by 80%.















